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Witcher

Classes: Druid Friar Hunter Illusionist **Witcher**

A Witcher is a member of an elite knightly organization devoted to fighting Evil (typically, but not exclusively, in the form of monsters). People need witchers but are simultaneously afraid of them. The itinerant warriors inspire fear because they are mutants and are rumoured to have superhuman powers. A witcher is rarely a welcome guest and contacts with members of this profession are almost always limited to business. Witchers are invariably attacked during pogroms and social upheavals directed against those who deal in magic.

You should play a Witcher if:

- You want to use powerful spells and still be a fearsome melee combatant.
- You want to be able to brew potions, bombs and salves.
- You want a horse as a loyal companion.

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Characteristics

Witchers are sterile mutants with supernatural abilities, who receive special training at Olimari Distineri and preparation in order to become professional monster slayers. It is believed (even amongst themselves) that they are unable to have emotions, although really this doesn't seem to be true.

Religion

Wicca (the old religion).

Adventuring

Demons are quite rare and witchers typically find themselves becoming monster slayers for hire. While there are rumours that witchers use magic, what witchers do is perpetually unclear. More importantly, their necessity is well known: witchers have vanquished the most powerful monsters in existence. Nonetheless, magic is illegal and will not be tolerated, not even by witchers.

Other classes

Opinions differ on witchers: some think they are the saviours of the land, ridding it from demons and beasties while others consider them abominations and hardly better than the monsters they fight.

- Druids and hunters consider them unnatural, but this may not mean that they are instantly hostile.
- Friars and witchers have a tendancy to get along, both of

Combat

Alignment

- **Lawful**
- **Good**
- Witchers

A witcher who loses his Lawful or Good allegiance or who violates the witcher's code loses all class abilities (including spellcasting) until he atones.

Oath

The Witchers Code

Lore

Olimari Distineri (Old Sea Keep) which seems strange as it is located in the mountains of the kingdom of East Anglia, on the Gwenllech, but far from any sea. In the old times, witchers

trained and underwent mutations here, but fanatics who considered witchers an abomination attacked the keep and killed most of the teachers.

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Example Witchers:

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